SEGA

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JVC

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Handling Your CD Disc

- The Sega CD Disc is intended for use exclusively with the Sega CD System.
- Handle it with care. Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega CD Disc.

WARNING:
For Owners of Projection Televisions

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions.

WARNING:
READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

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This official seal is your assurance that this product meets the highest quality standards of SEGA. Buy games and accessories with this seal to be sure that they are compatible with the SEGA CD™ SYSTEM.

Getting Started

1. A Genesis Controller should be plugged into the "Control 1" port on your Sega Genesis.
2. Make sure that there is no game cartridge in your Sega Genesis System and follow all Sega CD System directions to activate your Sega CD System.
3. Follow Sega CD System directions to OPEN the Sega CD drive. To load disc, press the RESET Button and the disc tray will open.
4. Carefully place your Wonder Dog CD game disc in the Sega CD System with the label-side facing up. Press the START Button to close tray and begin play.

WONDER DOG™

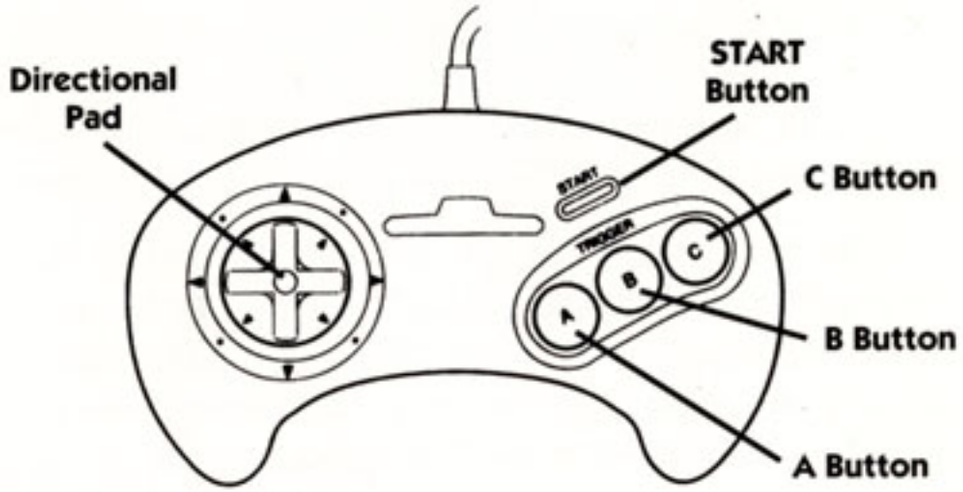
Planet K-9 has been taken over by the ferocious Pitbully space armada and the fate of this once peaceful planet rests on a distant hope.

Fortunately, before the ferocious Pitbullies could get their greedy paws on the secret "Wonder" serum, K-9 scientists were able to inject a young pup with the potent potion and send him off to another planet—safe from evil puppy-pouncing spaceoids.

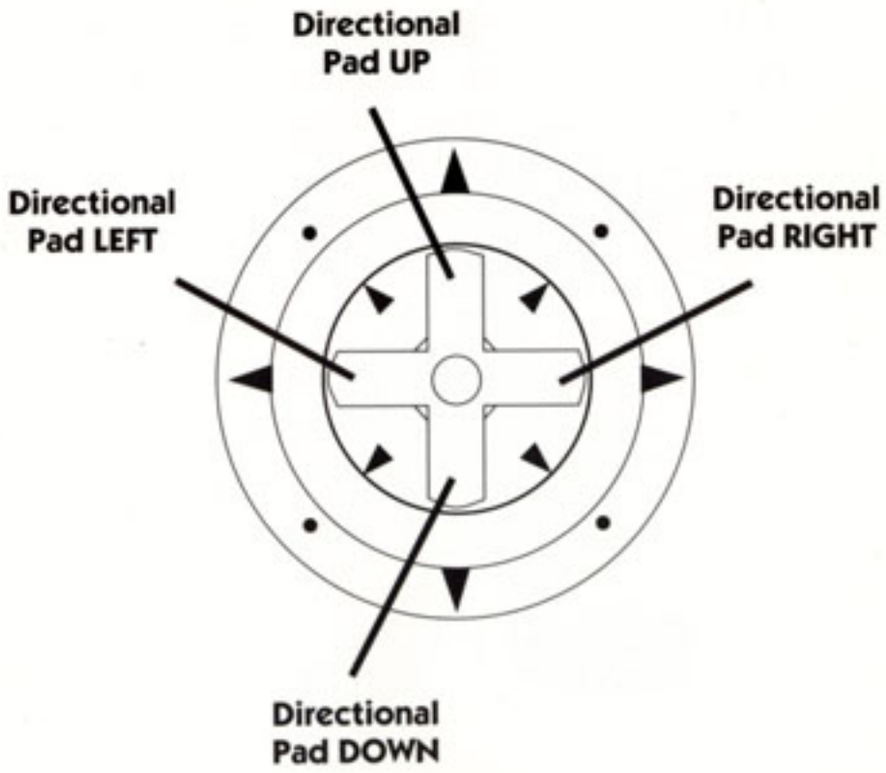
Now "Wonder Dog" has crash landed on Earth where he must mature and hone his fighting skills before returning home to save the helpless K-9. But first, he's got to fend off a goofy galaxy full of far-out space cadets, mutant martians, mangy mutts, garbage-grungin' alleycats and cork-nosed, poisonous-gas-spewin' Zonkers.

O.K. Wonder Dog . . . get ready to unleash your star power.

NAMES OF CONTROLLER PARTS



This manual refers to the following directions:



GAME CONTROLS SUMMARY

TO FIRE: Press A Button.

TO RUN: Press B Button.

TO JUMP: Press C Button.

TO WALK RIGHT: Press Directional Pad RIGHT.

TO WALK LEFT: Press Directional Pad LEFT.

TO DUCK: Press Directional Pad DOWN.

FIRE STARS: Press the FIRE Button and then release—the longer you hold down the button, the higher the arc on your shot.

TO RUN RIGHT: Press Directional Pad UP/RIGHT.

TO RUN LEFT: Press Directional Pad UP/LEFT.

WALKING JUMP: Press Directional Pad in desired direction and tap the JUMP Button.

RUNNING JUMP: Press Directional Pad UP/LEFT or UP/RIGHT and tap the JUMP Button.

SUPER RUNNING JUMP: Press Directional Pad UP/LEFT or UP/RIGHT and keep the JUMP Button depressed to maintain distance.

SPIN DIG: Press and hold the Directional Pad DOWN when Wonder Dog is on a gray area of ground space, then press the JUMP Button.

You can choose to customize the control pad setting to your own specifications. To do this, see Control under OPTIONS.

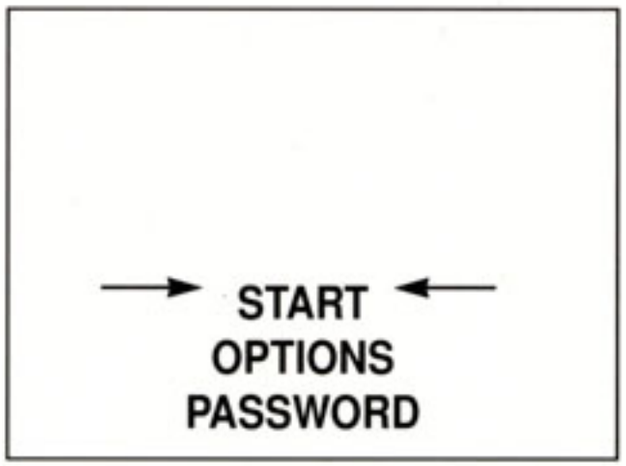
MAIN GAME MENU

To get to the Main Game Menu press the Start Button at the Title Screen.

To make any selection in the Main Game Menu—and all other menus—move Directional Pad UP or DOWN to point arrows next to desired selection and press ANY Button to enter that selection.

START

Select START to begin game.



OPTIONS

Select OPTIONS to move to the Options Screen, where you can customize the control pad settings and sample the various computer soundtracks and special effects.

Control

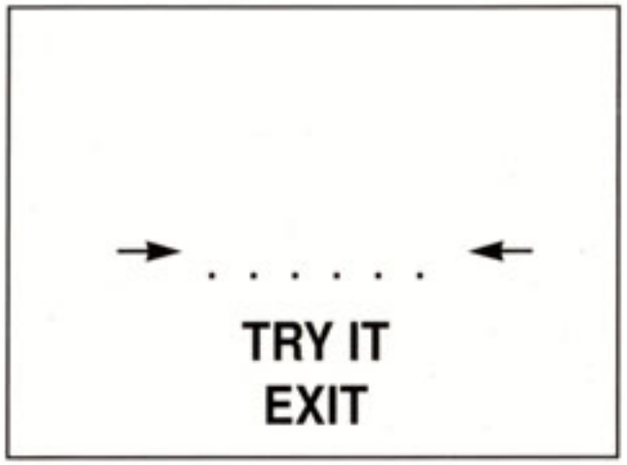
Select control to customize the button assignments on the control pad to your own specifications. At the Control Screen customize your buttons by pointing at an action—run, jump or fire—and pressing the button you want to assign to that action.

Sound

Select sound to test and sample up to 20 different computer soundtracks and special sound effects. At the Sound Playback Screen select EFX to listen to sound effects, or BGM for background music. Control Pad RIGHT and LEFT lets you cycle through all the tracks on BGM or EFX. Press ANY Button to play the sound effects or music track currently highlighted in BGM or EFX.

Exit

Once you've programmed your selections select EXIT to return to the Main Game Menu.



PASSWORD

Select PASSWORD at the Main Game Menu to enter the Password Screen, which allows you to skip ahead to the last level you completed.

At the Password Screen point to the top line and use Directional Pad LEFT or RIGHT to scroll through the alphabet. To lock in a letter and move on to the next letter space, press ANY Button. Repeat this procedure until your entire password has been entered. Once you've entered your password, select TRY IT to move into the game at the point your password was issued. Passwords are assigned after clearing each level.

WONDER DOG IN ACTION

1. **SCORE:** This records your point total tallied during each level of play. The more goodies you pick up—and enemies you shoot—the more points you will rack up.
2. **STAR POWER:** When you launch your star power in rapid succession the speed and distance of each shot will decrease. This meter indicates the power and height of each star you fire.
3. **HEALTH METER:** When Wonder Dog's ears stand straight up he's at full health. Each time he gets hit one of his ears will drop. Three hits and he loses a life. To restore him to full health pick up a set of wings.
4. **LIVES:** You begin each game with two lives. You can pick up more lives by finding the 1UPs that appear throughout your journey. You can also add lives by picking up bones.
5. **BONE COUNT:** This figure displays the number of bones you collect during the game. Collect 100 bones and you get a 1 UP.

DOGGIE TREATS

You've got to maintain your energy level if you're going to make it back to planet K-9. To boost your score and energy, pick up as many goodies as you can. Here's what to look for.

EXTRA LIFE (1 UP)

WINGS—restore life to full power

SMILEY—reveals hidden platforms

BLUE DIAMONDS—1000 points

GREEN DIAMONDS—2000 points

RED DIAMONDS—5000 points

BONES

INVULNERABILITY

RESTART FLAG

VARMINTS TO WATCH OUT FOR

Each planet has its own wild assortment of spaceoids. Here's a look at just a few of the goons to watch out for.

Hank

The Bunnyhopper

Mike Malard

Foxy

Ed P. Wormly

B.D. Brute

Digster

Phydeaux

Al E. Cat

Weird Willy

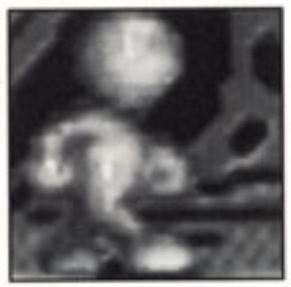
Harley Rock

Buzz Zurd

Henrietta Hogbody

Zippo

Puke



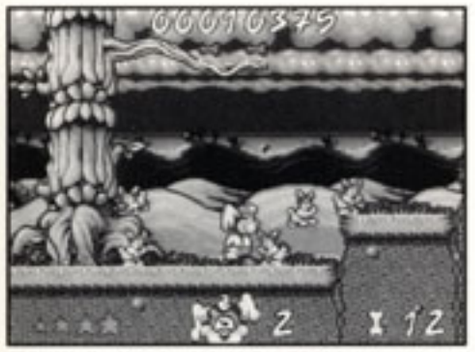
Farbs

Elvis

Charlie

PLACES TO GO, PITBULLIES TO BATTLE

Before you reach your beloved Planet K-9, Wonder Dog must battle strange and evil varmints on seven wacky planets. Each level has various stages for you to survive, and creepy critters for you to starstrike.

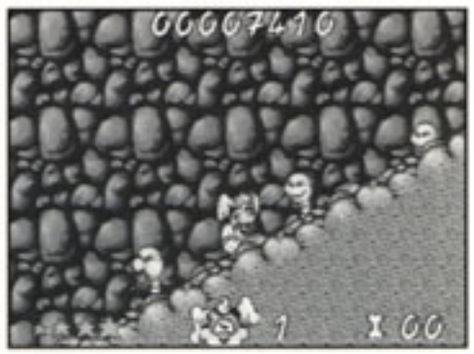


BUNNY HOP MEADOW

Stages: 3

Don't let the green pastures, clear skies and crystal blue waters deceive you. There are some pretty heinous critters out here just waiting to take on the young Wonder Dog. Get ready for stinky skunks, wily foxes, giant scarecrows and live steel-jaw traps. And don't mess with the Bunnyhoppers—they have very short tempers.

UNDERGROUND



Stages: 1

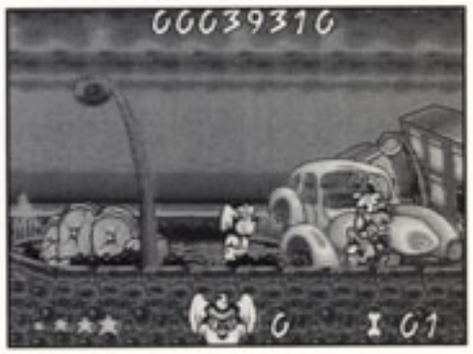
Now it's time to get down and dirty. The Underground is located under Bunny Hop Meadow. To get down here you must first find the secret passage. In order to make it out of this subterranean sanctuary alive, you must dodge dog-eating worms, dust gnomy moles and plow pesky gophers. Lose your way and you could find

yourself in a no-way-out situation.

DOGSVILLE

Stages: 2

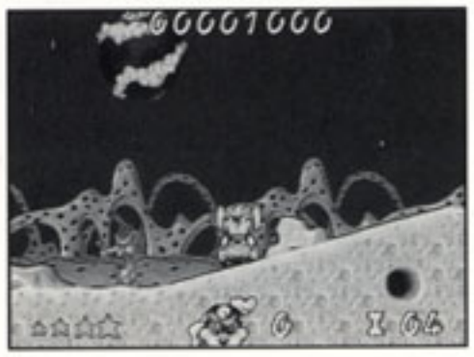
Here's where the low-life scum of the Mutt Galaxy hang out. Get set to go paw-to-paw with alley cats, boxing bulldogs and goofy-lookin' hound dogs. This 'ville is ugly. Get in—take care of business—and get out.



SCRAPYARD

Stages: 2

Remember just two words: "thrash" and "trash"—because that's what you must do to these gruesome characters. Use old mattresses to spring over abandoned vehicles, rolling tires and spiny crabgrass. And don't forget to fire your starpower and flatten those kamikazi biker-dudes.



LOONY MOON

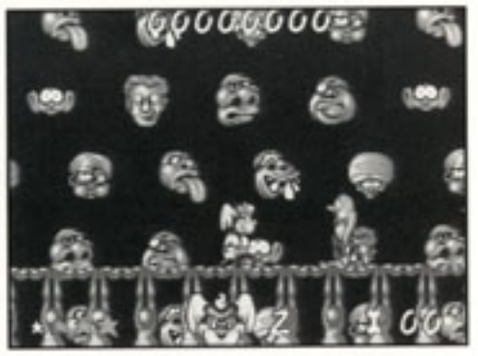
Stages: 3

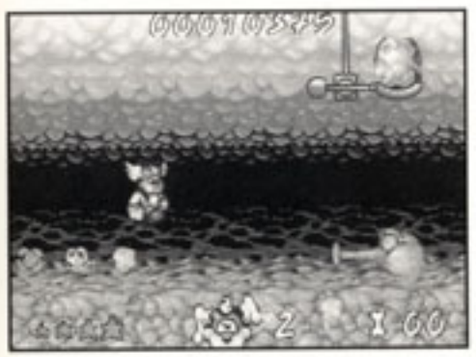
Battle it out on a Swiss cheese tundra with some of the cheesiest spacesters in the Mutt Galaxy. Beware of alien space ships—they're loaded with little green martians just hankerin' for a taste of Wonder Dog a la mutant.

PLANET WEIRD

Stages: 3

"Weird" isn't even enough to describe the goofballs who inhabit this zany orb. On this planet pigs really do fly, and so do the monkeys. Beware . . . all eyes are on you.





PLANET FOGGIA

Stages: 1

K-9 is just around the next star. But first you've got to wade through a blanket of fog so thick, even a Ginsu knife couldn't cut it. Watch out for the cork-nosed, poisonous-gas-spewin' Zonker and his buddy, the smoke-hurlin' Hulker.

PLANET K-9

Stages: 4

Welcome home, Wonder Dog! The Pitbullies are taking over your planet and they're not about to let some fresh Wonder pup thwart their plans. This time they're coming at you from all angles—high flyin', bomb droppin' Pitbullies from the air, frumpy helmet heads from behind, and tea-pot attack droids from below (the knees).

90 Day Limited Warranty

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2) MYSTIC

3) ANKLES

4) LEDZEP

5. REEVES

6.) PIXIES

7) WOOPIE

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